<u>Title</u>		Your Name	
Tagline		\$\\ \frac{1}{2} \\ \f	
Genre			
Platform			
Target Audience		Picture	
Plays like	Popular Game A	meets Popular Game B or Twist	
Goal:			
Major Mechanics:			
1.		3.	
2.		4.	
Setting:			
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3.		6.	

Key Experiences	1.				
	2.				
	3.				
Selling Points	1.				
	2.				
	3.				
Rel	ated (Games:			
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		Title	Publisher/Developer	Platform or Genre	Year
Discussion					
Disc					
2.					
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